

	<b>L #</b>	<b>Hit</b>	<b>S arch T xt</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>1320</b>	<b>(361/785,788,790,803).c cls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>53</b>	<b>1 and @pd&gt;=20030610</b>	<b>USP AT; US-P GPU B</b>
<b>3</b>	<b>L3</b>	<b>11</b>	<b>2 and (backplane\$1 mid\$1plane\$1)</b>	<b>USP AT; US-P GPU B</b>
<b>4</b>	<b>L4</b>	<b>25</b>	<b>2 and (orthogonal\$2 perpendicular\$2 (right adj angle\$1))</b>	<b>USP AT; US-P GPU B</b>
<b>5</b>	<b>L5</b>	<b>27</b>	<b>2 and (switch\$3 logic)</b>	<b>USP AT; US-P GPU B</b>
<b>6</b>	<b>L6</b>	<b>16</b>	<b>(3 4) and 5</b>	<b>USP AT; US-P GPU B</b>
<b>7</b>	<b>L7</b>	<b>11</b>	<b>(3 4) not 6</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hit</b>	<b>Search T xt</b>	<b>DB</b>
<b>8</b>	<b>L8</b>	<b>15</b>	<b>2 not (3 4 5)</b>	<b>USP AT; US-P GPU B</b>